

PHILIPS

CMND



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CMND

& CREATE

User manual



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1 CMND Software Suite

This manual will explain the ecosystem we use to maintain, configure and update our Professional TV portfolio. Our CMND (pronounced “Command”) software suite has many more options as you can see below. You can find the other manuals online as well.

Take control of your displays

Managing multiple displays can be a struggle. Whether it's two screens, or a thousand, you don't want to run around each display for every update. The CMND Display Management Platform puts you in control of all your Philips displays. With CMND, you can manage your full suite of displays from a central location.

CMND platform



Run your network remotely with CMND & Control

Ready for an easy way to manage multiple displays? CMND & Control lets you set parameters, update software and customize and configure multiple displays at once. From wherever you are.



Optimize the customer experience with CMND & Create

CMND & Create is a powerful authoring tool for creating compelling content. With its drag and drop interface, preloaded templates and integrated widgets, you'll be amazing customers with compelling stills and captivating video content in no time.



Get setup fast with CMND

CMND & Deploy supports fast installation and easy development. With CMND & Deploy, you can add and remove settings via cloning and install apps remotely.



Personalize and interact with CMND & Check-In

CMND & Check-In transforms the hospitality experience, by increasing both personalization and efficiency. It comprises of surprise-and-delight touches like guest name on TV and guest-language input. Exciting features as messaging, bill on TV, express checkout, different channel packages and more.

2 Accessing

You can access CMND & Create via two ways:

- > Directly by using the URL: <http://host:8082/SmartCMS>
- > By clicking on the Create link on the menu bar



Note: host can be the IP address of the server, if CMND was configured to use a specific IP address during installation or it can be localhost.

The landing page will be the Website overview.

3 Overview

CMND & Create is a WYSIWYG (What You See Is What You Get) content creator. The purpose is to facilitate the creation of signage content for display on Philips signage monitors and Pro TVs. The tool has three main parts:

- > The website **overview**, contains the overview of all the created content
- > The website **editor**, is where content can be created or edited. You can access the editor via the website overview by clicking on “*Create new content*” or by editing an existing website
- > The **previewer**, is an emulator that represents how the content will be rendered and manipulated on the target (TV/Monitor).

4 Website overview

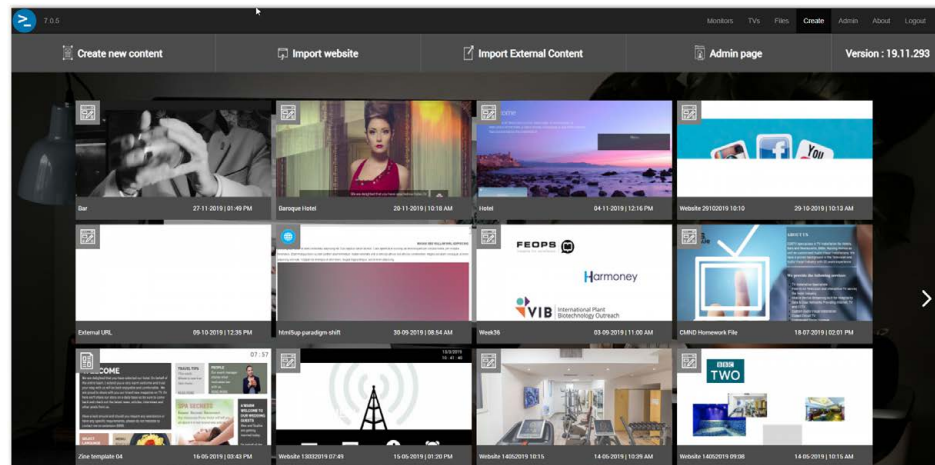
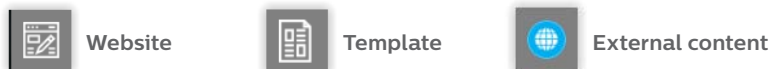
Overview

When entering the Create module the first page you will see is the overview page. This overview contains all the website that you have created or are still working on. Each website is represented by a thumbnail which displays the homepage of the created website.

There are 3 types of content which can be loaded in this overview.

- > **Website:** this is a page that you are currently working or have completely finished
- > **Template:** is a converted website which you can distribute and use as a starting point for further development
- > **External content:** CMND can be used as a distribution platform for any HTML5 content

Each type of content is represented by a specific icon.



Website Actions

Toolbar

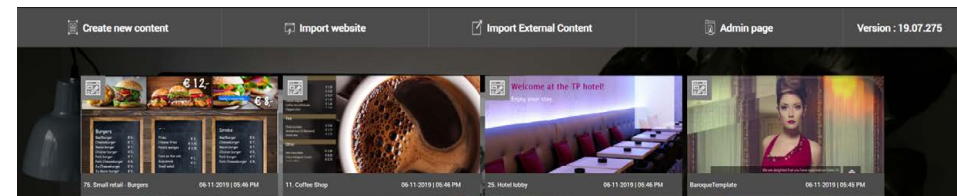
The overview page contains a toolbar with four buttons:

> Create New Content

The “Create New Content” button jumps to the content editor with an empty canvas. This will, by default, add a new website to the website overview page.

> Import Website

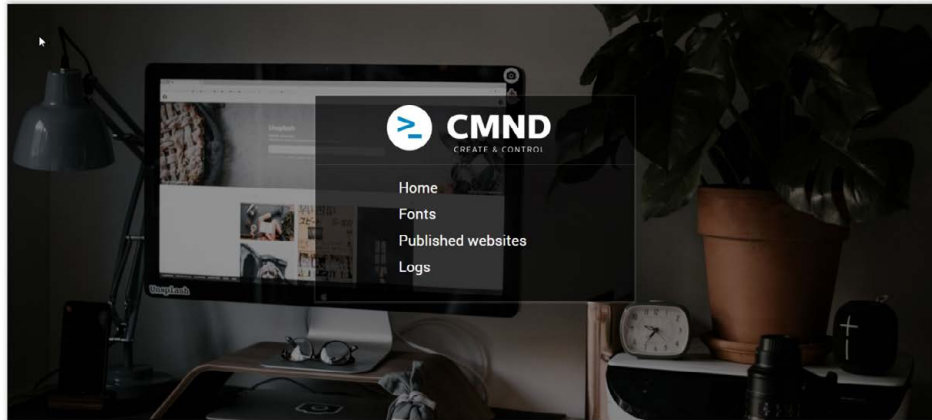
Any website created using CMND can be imported in our Create module, by clicking on the “Import Website” button. This website will be editable again in the editor.



> Import external content

With this button the user can import an HTML5 website created with another tool. It will **not** be editable in the CMND & Create editor but it will be possible to distribute it using CMND & Control to both Signage and ProTV models.

> Admin Page



There is a specific admin page in CMND & Create. By clicking on the button “Admin page” the user lands on the admin page as shown above.

Clicking on Fonts lead to the menu where custom fonts can be uploaded.

Serial	Name	Uploaded File	File Format	Actions
1	Aheliya	aheliya.ttf	ttf	Delete
2	Arial	arial.ttf	ttf	Delete
3	Ariali	ariali.ttf	ttf	Delete
4	Bembo	bembo.ttf	ttf	Delete
5	Blockbusted	blockbusted.ttf	ttf	Delete
6	Bodiniintreg	bodiniintreg.ttf	ttf	Delete

In the font's page, custom fonts in .ttf format can be added. Adding the font here will make them usable in the text editor.

Note: Whether the fonts are fully supported by the browser or not depends on the targeted platform. It is important that the user first tests if a font is supported by a particular platform.

Clicking on “Published Website” on the admin page leads to the list of published websites on the publisher.

ID	Nid	Name	Created	Changed	Published date	Folder name	Status	File status	Details status	Action
56	11307	Website	2019-04-04T11:16:52+02:00	2019-04-11T16:01:06+02:00	2019-04-11T16:01:14+02:00	11307_1554991274	Done	Yes	Yes	Delete
57	12285	Website 29042019 14:28	2019-04-29T14:28:31+02:00	2019-04-29T15:24:16+02:00	2019-04-29T15:24:46+02:00	12285_1556544286	Done	Yes	Yes	Delete
58	13743	Website 17052019 11:55	2019-05-17T11:55:19+02:00	2019-05-17T12:04:14+02:00	2019-05-17T12:05:06+02:00	13743_1558087506	Done	Yes	Yes	Delete
60	15859	Week36	2019-09-03T10:59:00+02:00	2019-09-03T10:59:37+02:00	2019-09-03T10:59:47+02:00	15859_1567501187	Done	Yes	Yes	Delete

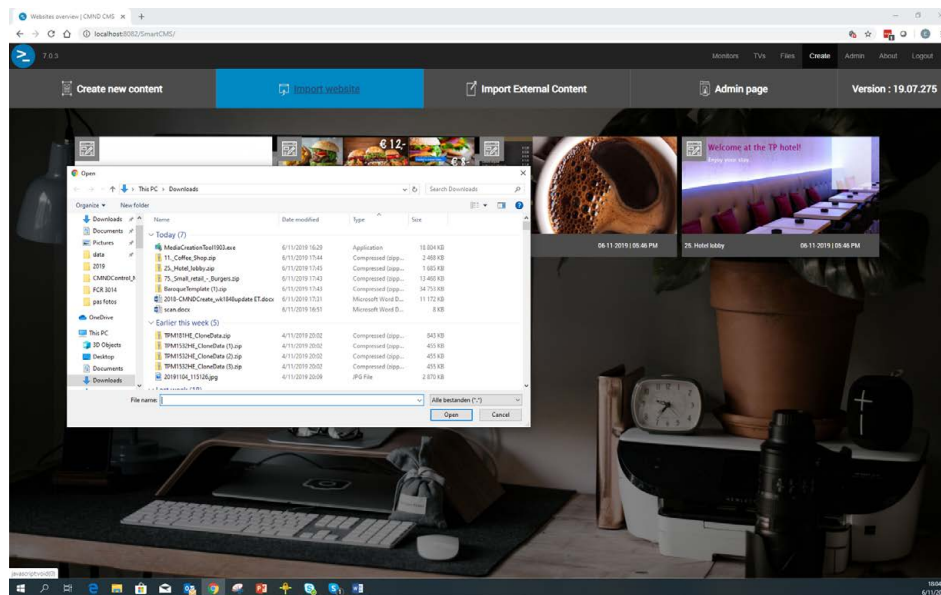
The “Publisher” is a web service in CMND. It is a repository of your “finished” websites. The user creates the websites in the editor, and when ready, publishes it on the publisher. On the publisher, they are made available to other services to be consumed, mainly SmartControl.

To remove the website from the publisher, press the delete button matching the website in the overview. This will impact the availability of this website being available in the “Assign Content” overview for monitors.

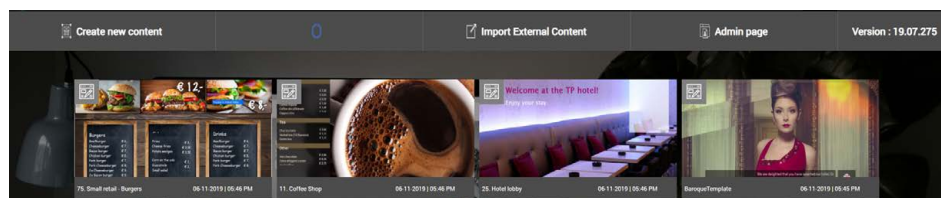
Importing a website

Clicking the Import Website button will open a popup. Select the path where the website you want to import is located. The file containing a website created by CMND will be a .zip (zip file format).

The structure of the zip file is important. You will need to zip the website so that the SmartInfoMetadata.xml is placed in the root folder. Don't add extra folders on top otherwise the upload will fail.

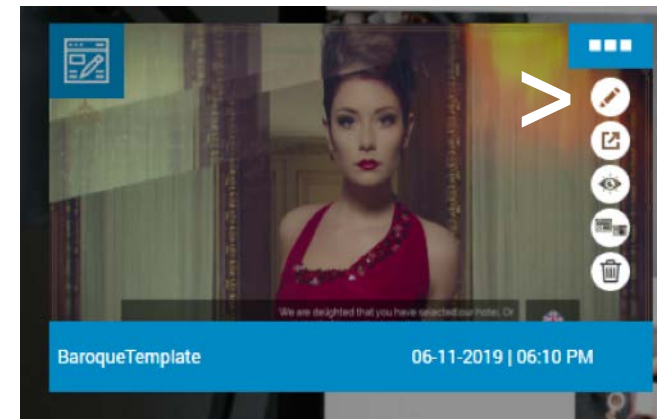


Select the website, press open. You should see a loading animation. When the loading is complete, the imported website will appear in the leftmost position in the “Website” shelf. From then onwards, the website can be treated as any other website.



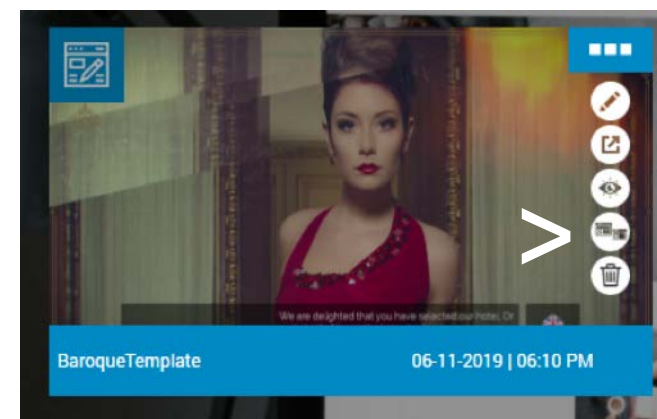
Editing an existing website

Clicking on the edit icon will call up the Website editor and the user will be able to edit the current website.



Cloning an existing website

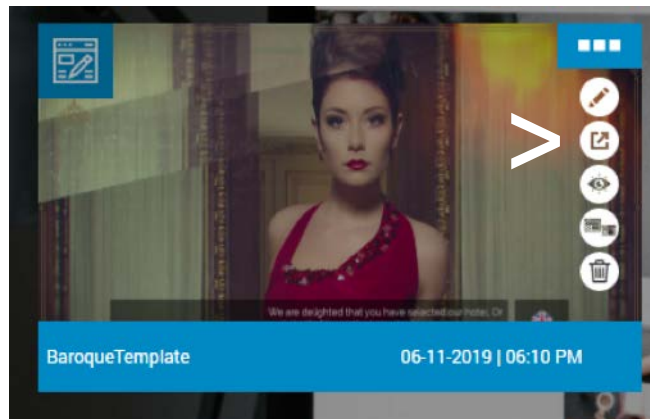
Clicking on the clone icon, will create an identical copy of the current website and it will be opened in the website editor as a new instance. This copy starts identical to the original but is fully independent; once it is created, any edits to the copied website will not be reproduced in the original website. The name of the clone will be changed to “Clone of ...” and then the original website name.



Exporting an existing website

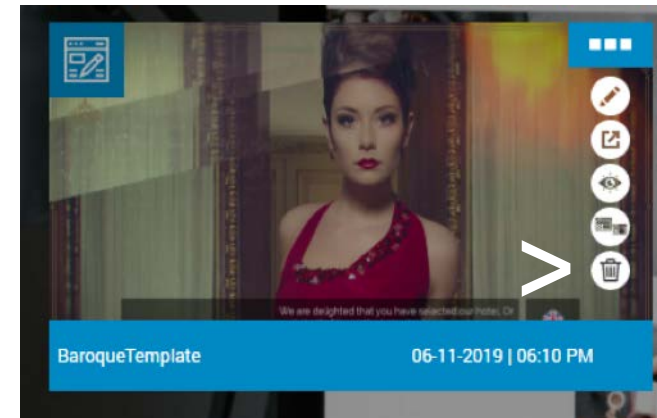
Clicking on the Export icon, will create a zip file containing the website. This file can be

- > Hosted on a webserver and accessed remotely by a Philips Pro TV or a Philips Monitor
- > Installed into a clone/.cms to be imported into a ProTV/monitor, via USB or CMND & Control.
- > Kept as a backup copy and later reimported in CMND.



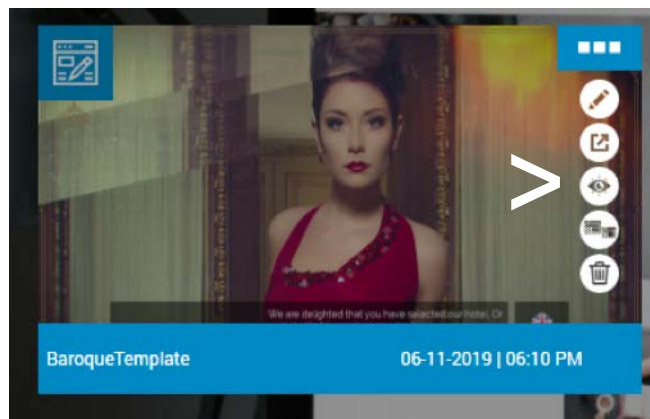
Deleting a website

Clicking on the icon-, will delete the website from the CMND & Create module. If the website was published it will remain visible for other modules so make sure to delete this via the admin page.



Previewing an existing website

Clicking on the icon, will open the previewer where the user will be able to preview the current website.

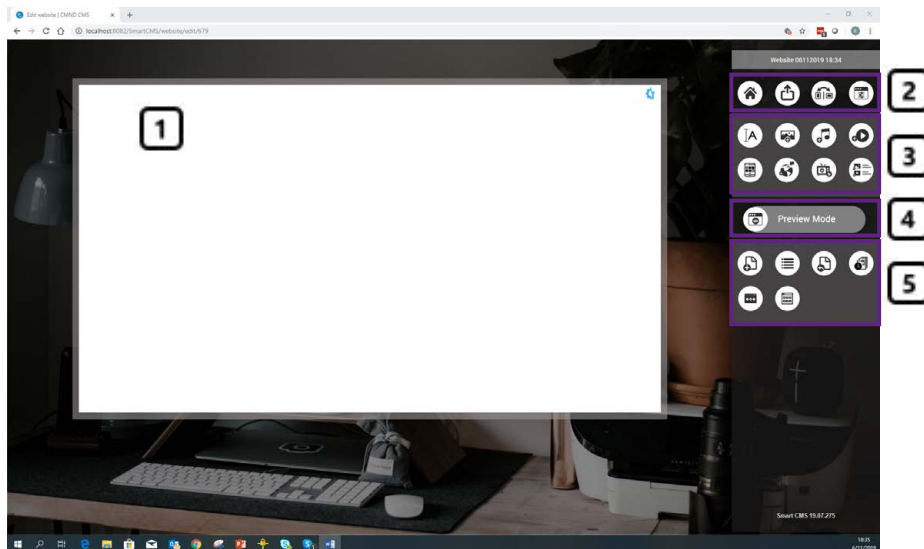


5 Website editor

General

When creating a new website or editing an existing website the user is redirected to the website editor. The website editor contains of several parts as described below:

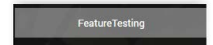
1. **A canvas**, where the user will do the actual creation. The canvas is 16:9 aspect ratio and is limited by the black border representing the TV border. The canvas can be put in portrait or in landscape.
2. **A control portion**, containing overall management functions and the publisher
3. **A widget icons portion**, containing the different widgets that can be dragged and dropped on the canvas
4. **A preview button**, once clicked will open the preview mode of the website you are currently editing.
5. **The page overview block** which is used for page management, useful when multiple pages are created.



Overall control

Website name

When creating a website, the website will receive a predefined name based on time and date. In case you want to change this you can easily doubleclick the name in the editor and rename to something more understandable.



Home button

The icon is called the home button. By clicking on the home button, the user leaves the editor and goes back to the website overview. Each change is instantaneously saved so leaving to the website overview can be done at any moment since the changes are systematically kept.



Publish

Not all changes that you make to a website are made available throughout the tool automatically. There are ways of working depending on your target device.

1. If your target device is part of our ProTV family then any change you make to the website will automatically be made available in the “Assign content” field
2. If your target device is part of our Signage portfolio then it will require a manual action to make the latest changes available. You can make the changes in the website available by clicking the publish button. This will create a website package that will be shared on our internal API towards the monitor page. From that point you can assign the package with latest changes towards your monitors.

In case you want to delete a published website so that it's not available anymore to distribute to your Signage displays, you can use the admin page and open “Published websites” and press the delete button on the website you want to delete. This won't delete the website from the editor but only as a published website.

Published Website Details									
ID	Nid	Name	Created	Changed	Published date	Folder name	Status	File status	Details status
55	10128	Clone of Zine template 04	2018-10-01T14:29:55+02:00	2019-04-11T14:52:28+02:00	2019-04-11T14:52:35+02:00	10128_1554987155	Done	Yes	Yes
56	11307	Website	2019-04-04T11:10:52+02:00	2019-04-11T16:01:06+02:00	2019-04-11T16:01:14+02:00	11307_1554991274	Done	Yes	Yes
57	12285	Website 29042019 14:28	2019-04-29T14:28:31+02:00	2019-04-29T15:24:16+02:00	2019-04-29T15:24:46+02:00	12285_1556544286	Done	Yes	Yes
58	13743	Website 17052019 11:55	2019-05-17T11:55:19+02:00	2019-05-17T12:04:14+02:00	2019-05-17T12:05:06+02:00	13743_1558087506	Done	Yes	Yes



Orientation

With this button it's possible to change the orientation of the canvas. This can be useful to design portrait content which is supported by our Signage monitors.

Remember that changing the orientation of a website is a drastic change. It will actually lead to clearing the canvas when you try and rotate. So make sure you have a backup of the website if needed.

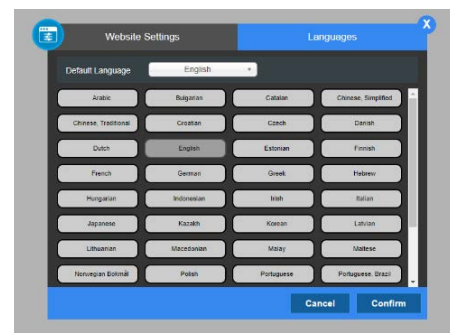


Settings

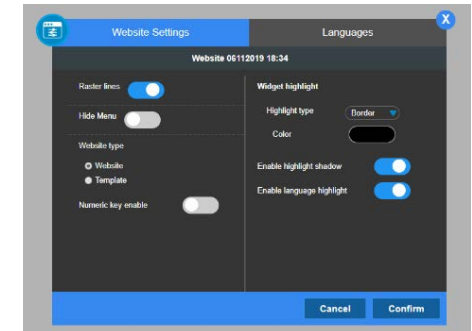
The icon shown on the right is called the “Website settings” button. When clicking on this button, the user will see the settings pop up. In the settings menu the user will be able

- > To add multilingual support to the website and chose the default language.

CMND and Create allows the user to tag the text of the text widgets with a language. The language is then controllable by a language widget. The list of available languages for a website as well as which language will be loaded by default can be configured here. Multi-language handling is further described in the text widget description.



- > Enable/disable raster lines for easy positioning of the widget.
- > Hide the automatic generated navigation bar if you would opt for creating your own.
- > Indicate if a website is a template or a normal website (selecting either one will move the website from one shelf to the other in the website overview and alter the rights as previously described).
- > Choose if numeric keys are forwarded towards the browser or not. **Note:** this feature isn't supported by all platforms so please test your integration before deploying.
- > Choose the highlight color of a widget in case an action is coupled to a widget. In case an action is coupled, when the website is loaded on TV the widget can be highlighted via remote control navigation and the highlight color can be set here.



Widgets

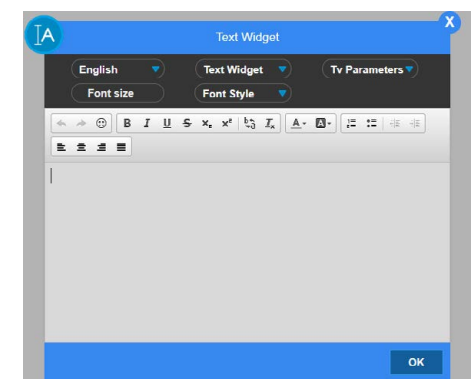
The widgets are the design elements that can be added to the website overview. A widget is a container of media/html/text. Each widget works by drag and drop from the widget icon to the canvas. When dragging and dropping any widget you will create a default widget and the media/html/text selection or editing pop up will be opened.



Text widget

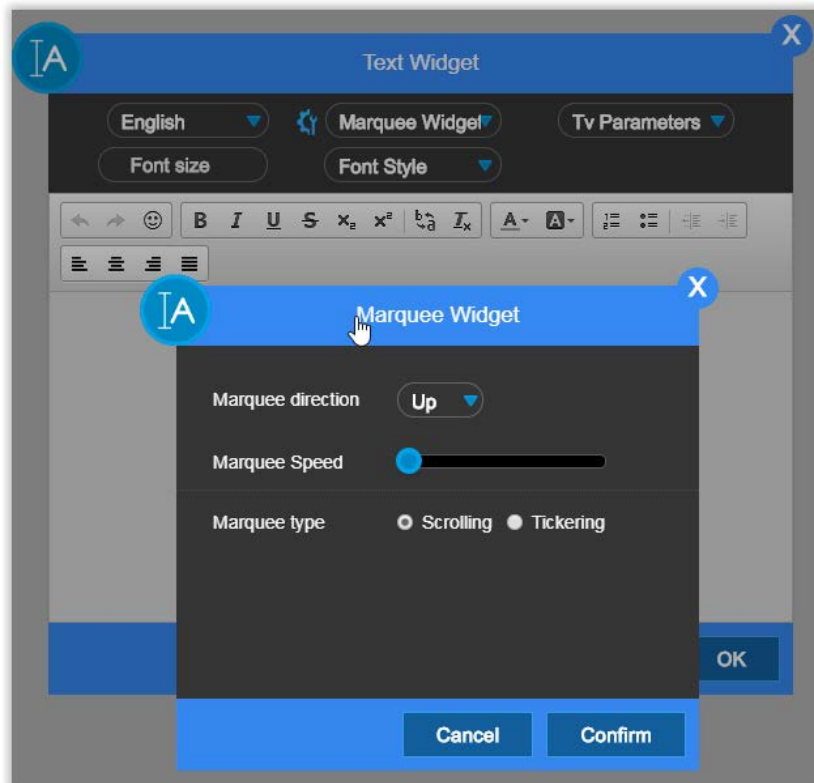
When a text is dropped on the canvas, the text editor popup. It is a classic text editor with classic settings.

On top of the editor we've added some ProTV specific features which will allow to add some TV variables like GuestName into the text of your website.



Marquee widget

The text can be static or be animated. This can be done by clicking on the top left selector in the text editor popup, which is set by default on “Text Widget”. To enable the moving text feature, the user needs to select “Marquee widget”.



Once the marquee widget is selected, the text starts moving in the textbox. Notice also that a settings wheel has appeared. When the user clicks on this wheel, the Marquee widget can be further configured.

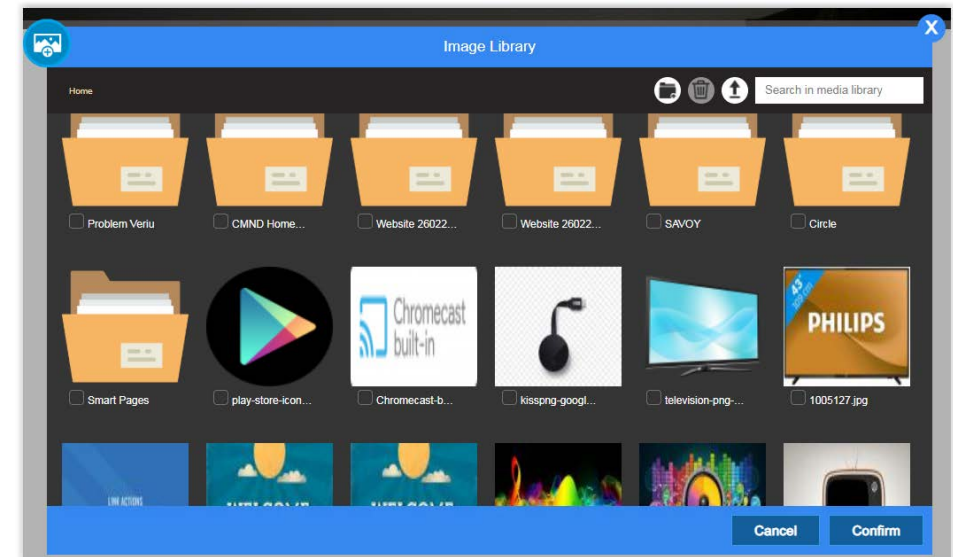
The user can adapt the scrolling speed and the direction, or choose for a scrolling / Ticking behavior. In Ticking mode, the text will be shown line by line.

To enable this line-by-line behavior, it is important to separate the text in different lines with carriage returns.



Image widget

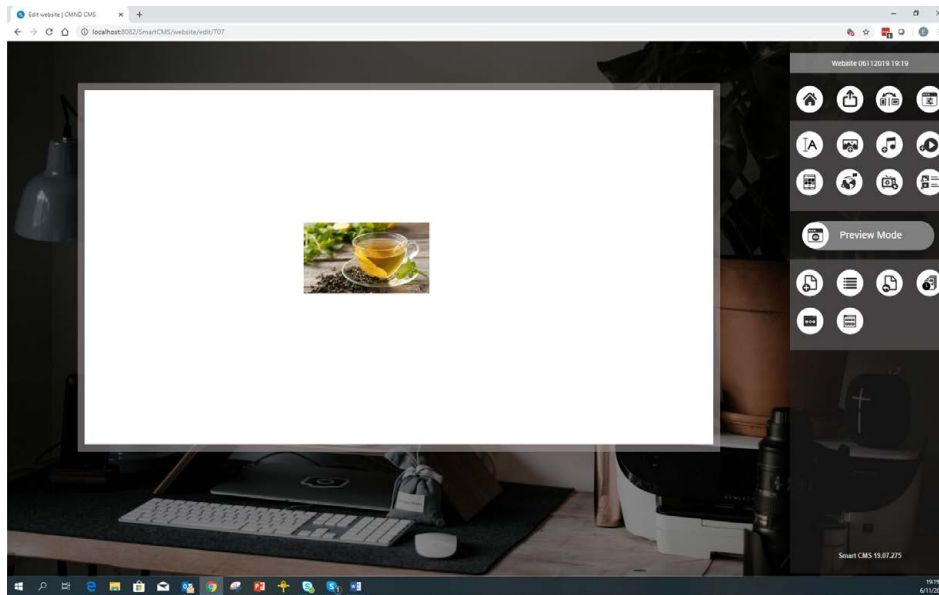
By dragging an image widget on the canvas, the content library pops up. Initially this won't contain any files. It can be filled with images from the local computer by pressing “upload”, select the path where the pictures are and select the picture(s). Multiple files can be selected at the same time for upload. Once uploaded, they will appear in the media library. Select one file by ticking the checkbox and press confirm.



When uploading a complete website, a folder structure will be automatically created that will contain all content used for that particular website. In case you want to create this structure yourself then you can use the “Add folder” button to create your own folders. In case you want to delete any source files you can use the delete button.

The search bar can be used to easier find back the content, inserting some characters (+enter) contained in the name of the images you are looking for returns a reduced list of images. The search is case insensitive. For finding all the mp4 files one can type for instance “.mp4”.

When the selection within the media library is confirmed, the selected image appears on the canvas. The image can be moved and be scaled. It will keep its aspect ratio at all time. So, for full screen picture it is important to select a 16:9 image (or 9:16 in portrait mode).



The images can be JPG or PNG. It is best to use an image that doesn't exceed the maximum resolution of the browser and to minimize the size for improving loading performance and total size of the website.

Remark: Resolution supported

ProTV

3011/5011/7011 or older support 1280 x 720

3014/4014/5014/6014 support 1920 x 1080

Signage

All monitors running Android apart from the 10" have support for 1920 x 1080.

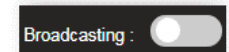
All linux monitors support 1280 x 720 in the browser



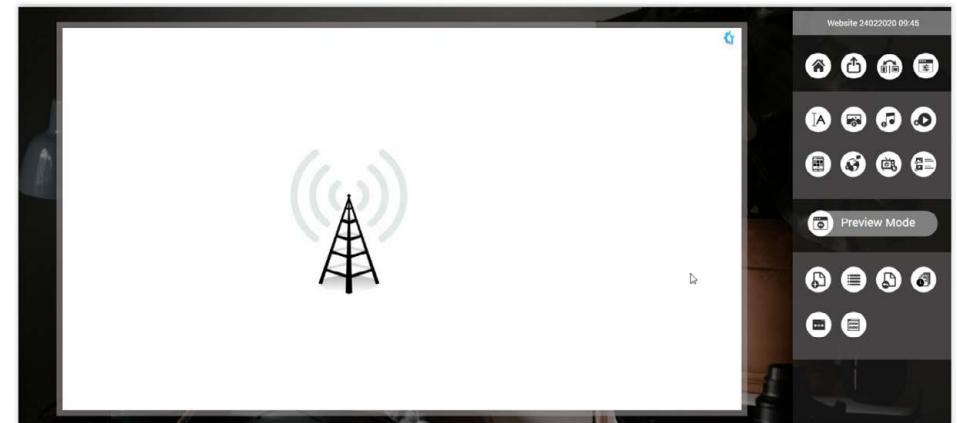
Video and Broadcast widget

Video widget is similar to an image widget. It takes only MP4 files. The video will be started automatically and played only once. For loop play, the playlist widget needs to be used. The video widget can also be converted into a broadcast widget. This is done by ticking the box in the media library of the video widget.

Ticking the box and clicking confirm will create a widget that will be filled with the content of the selected source. This feature is only supported on Pro TV's. The source can be any source like HDMI, Components, Tuner ... it will be filled with the active source at the time of loading. In case of tuner it means also that the particular channel at the time of loading will be rendered in the window.



Since the content is not available at creation time, but only at run time on target, the widget will be filled with a dummy image so you are able to rescale to your liking.



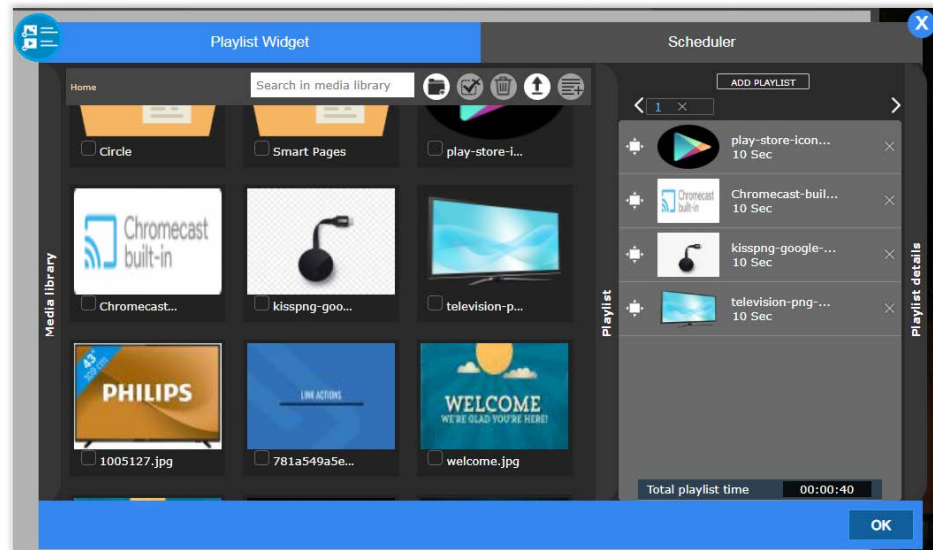
Note:

The TV can only render one video at a time. Meaning that if a broadcast object is added to a page you can't use any other video objects on the same page.



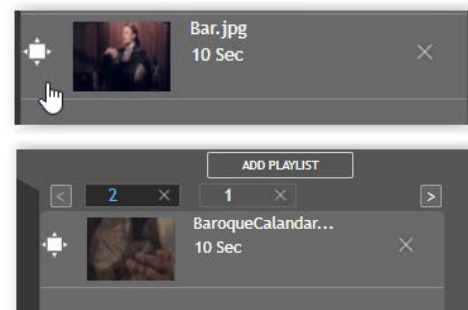
Playlist widget

The playlist widget enables the user to create a sequence of images and/or video. Where the video and image object are limited to display only one file the playlist can display multiple images or videos. They can be selected at once by ticking multiple boxes. Clicking “Add to Playlist” will queue the media one after the other.



The playlist order can be changed, by dragging the image up and down via their drag and drop white rectangle. The playtime of a particular image (not video) can be changed by double clicking on the time. The images/video can be removed out of the playlist by clicking on the x.

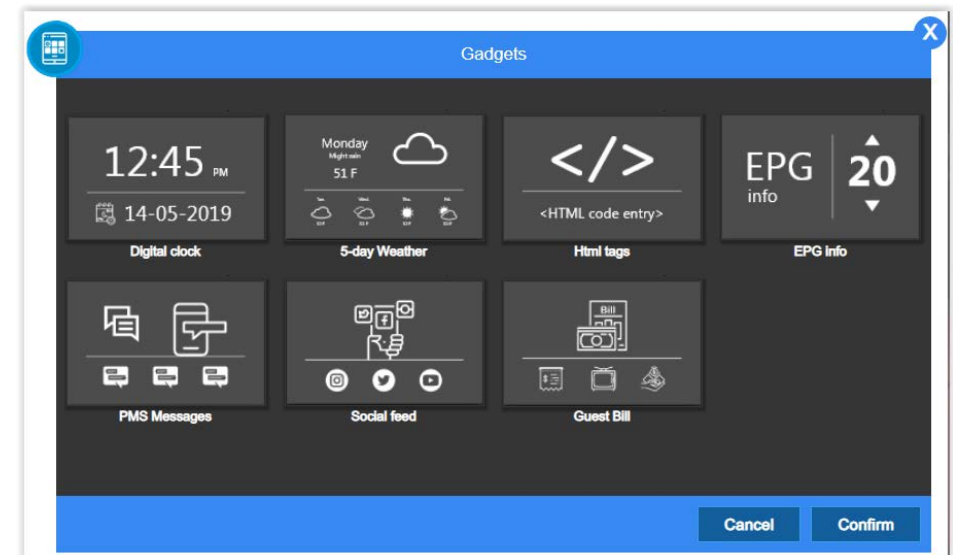
You can also create multiple playlists sequences.



Gadgets

Dropping a gadget widget on the canvas allows the user to select the clock widget, the weather widget, EPG information, PMS integration, social media integration or plain html code.

The clock widget has a few classic settings. The HTML widget allows injection of HTML5 snippets directly into the website.

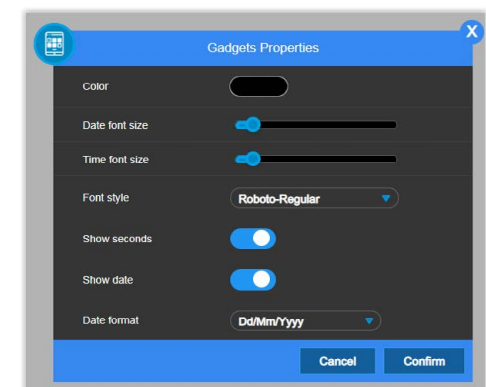


Clock

This gadget adds a clock to the website. The clock is based on the time on the device so make sure Tv or monitor has a valid clock.

It's possible to exclude the date from the default gadget by opening the properties and removing it.

If needed date/time format can also be adapted to your preference

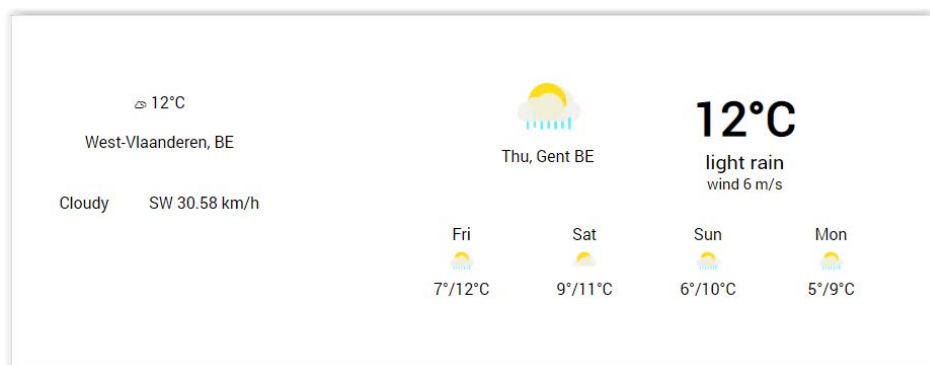
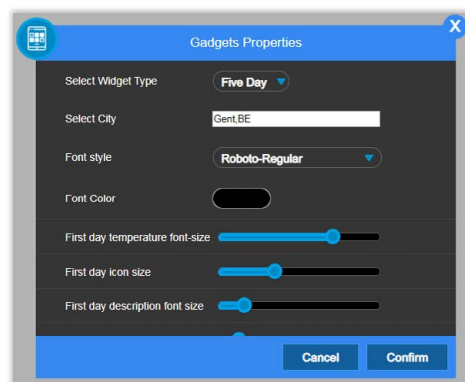


Weather

The weather widget available can be configured to either be a 1-day or a 5-day weather widget using the extra settings.

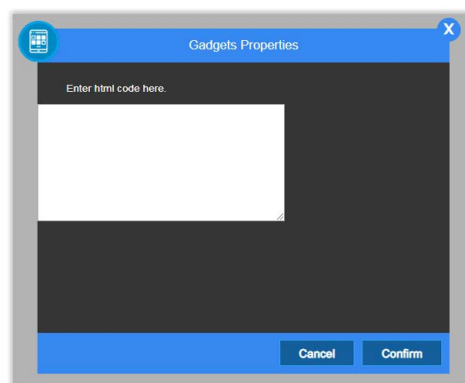
The most granular information you can retrieve is based on city level. You can use the city field to search for the closest city to retrieve the data for.

Scrolling down you find more options to customize the widget to fit the overall design of your website.



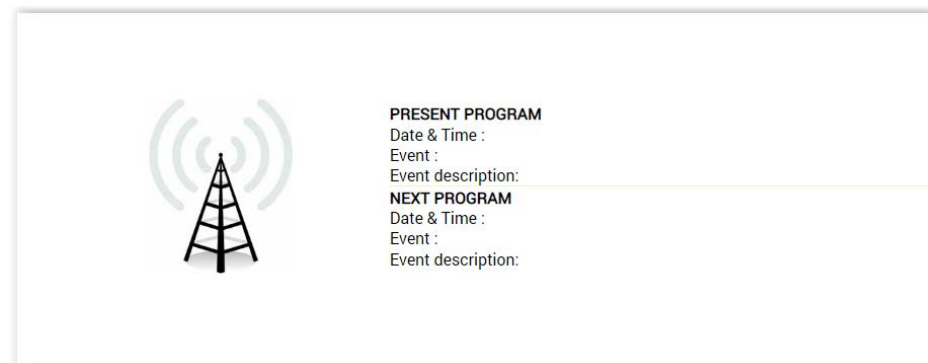
HTML

This gadget allows you to extend on the HTML5 website that you create within CMND. Although we already offer quite some features out of the box it might be you want to use a different weather widget or implement a portion of your own code you can use this gadget.



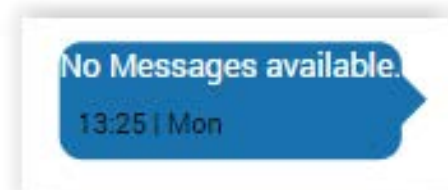
EPG

The EPG element will show the Now/Next information that can be found within the EPG database. It will show the information only if the same page contains a broadcast object. You need to use the EPG element always in conjunction with the broadcast object. Depending on the channel shown within the broadcast PIP the EPG element will update its information. If there is no information present in the Tv's database than the EPG element will remain blank.



PMS Messages

When you have set up your TV in a PMS ecosystem then it will be possible to expose some elements in the website you're creating using CMND. One of the elements is the PMS messages.



When adding the PMS messages element to the page you will see a text bubble containing an example. Once the page is running on the Tv and there is a message to display it will popular the text bubble.

Guest Bill

Another element related to the PMS ecosystem is the guest bill. Once activated through the PMS system it's possible to embed the checked in guest his/her bill information in the website using this gadget.

When added to the page you will see an example added. When running on the TV it will actually fetch the information from the Hotel's PMS system.

Date of Invoice	dd/mm/yyyy	
Total Amount	EUR 0.0	
Description	Date	Amount
Room Rate	12 Feb 2019	0.0
Room Service	12 Feb 2019	0.0
Mini Bar	13 Feb 2019	0.0
Spa. Full Body Massage	13 Feb 2019	0.0
Total		EUR 0.0

Social feed

Using the social feed gadget, it's possible to easily embed Twitter, Instagram or Youtube. The way of adding and possibilities of the integration depend on the separate API's from each medium.

For example, for Twitter you can add a feed for a certain hashtag or based on username. For Youtube you can copy/paste a link to a video to embed. For Instagram you can highlight a certain instapost.

Gadgets Properties

Social Media: **Twitter**

Search type: **Twitter** (dropdown menu open showing: Twitter, Instagram, Youtube)

*Add the Username:

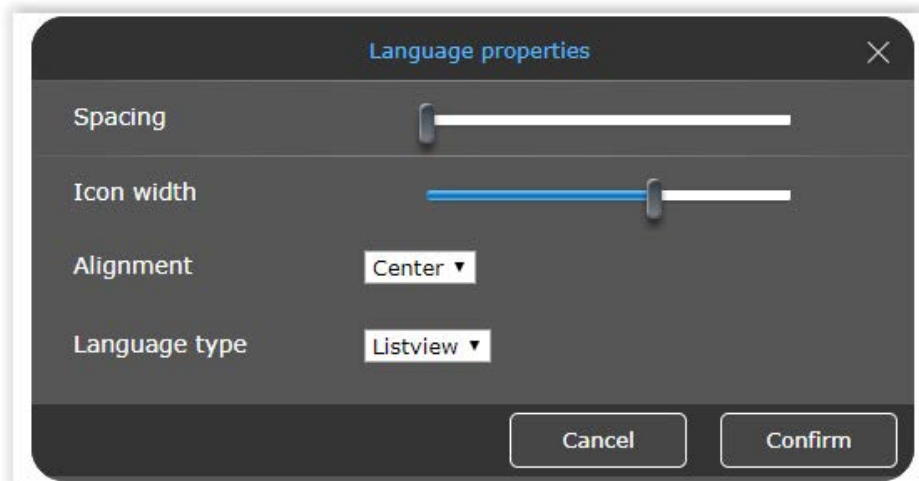
Buttons: Cancel, Confirm



Translation widget

The translation widget complements the multilanguage definition of the text fields. When multi-language text fields have been defined the language selection widget provides a way to switch between the languages.

The widget has two ways of being displayed, the list view and the pop-up mode.



In the list mode the icons are all represented, and the Guest needs to highlight the widget, select the flag and press ok, to toggle the language.

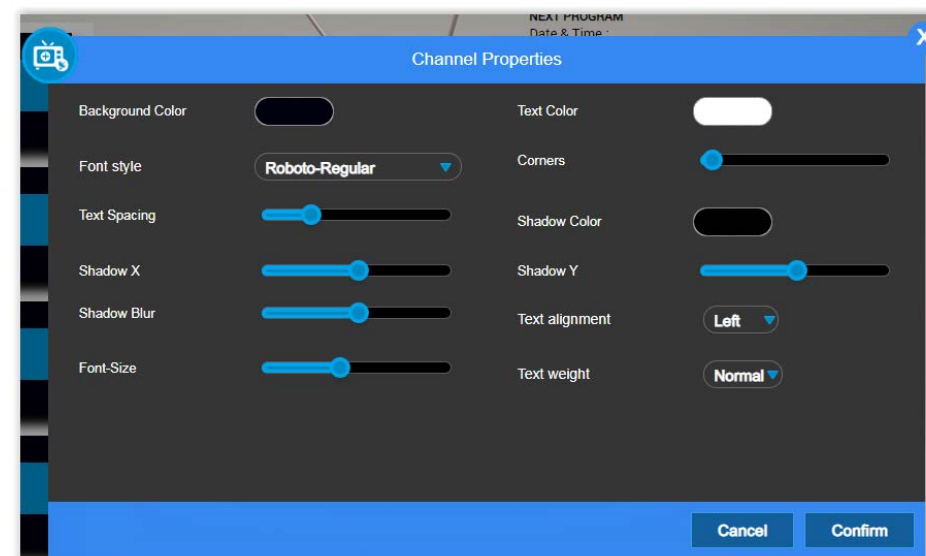
In pop up mode the widget will represent only one flag, the flag of which language is currently active. Clicking on the flag will bring up a popup and the Guest will have to select which language.



Channel list widget

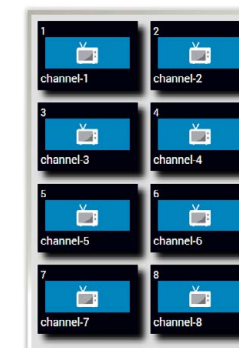
The zap bar widget creates a dynamic and animated selection bar. When loaded on a ProTV the zapbar will take the broadcast channel list from the TV. This is only possible on our ProTV models. Highlighting an icon leads to a tune operation (so the main tuner will tune if an icon out of the zap bar is highlighted). Pressing OK on a highlighted button exits SmartInfo and will show the channel full screen.

After loading the widget, the pop up will appear. A few settings can be adapted.



The result in the preview mode can be seen with mockup channels. On the actual TV the channel numbers and numbers will be filled in according to the channel list on the TV. On our Android models even, the channel icons will be fetched and shown instead of the default icon.

It is possible to scale the bar to a grid as well if that would fit the website design better.



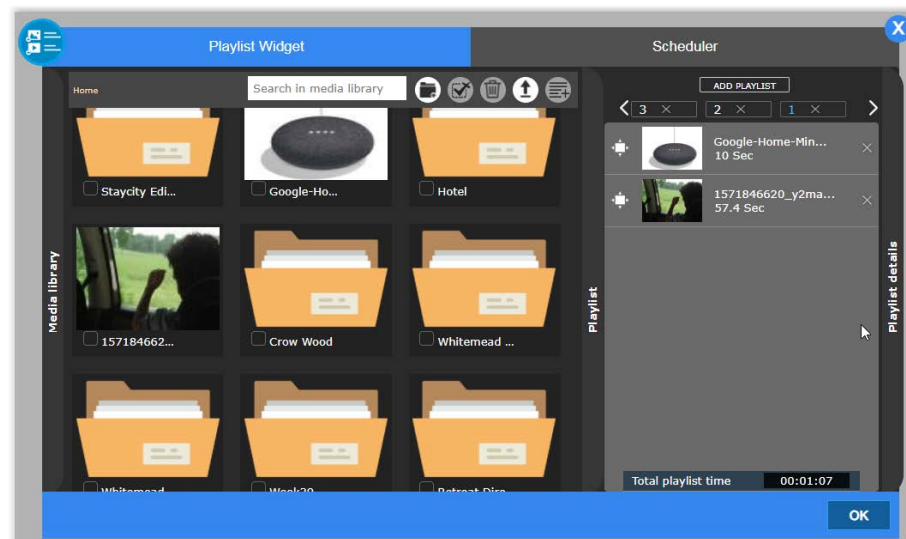
6 Advanced features

In this category we are going through some features which can extend the basic functionality of a website. It can help to create the illusion of dynamic content, enable device interaction and many more.

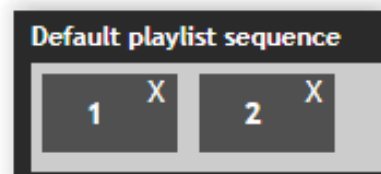
Scheduler



It is possible to schedule a playlist using a playlist widget. A playlist widget is a container of playlists. By default, only one playlist is used, but you can add more playlists by clicking on the “Add Playlist” button. The user can drag and drop content into this playlist from the media library.

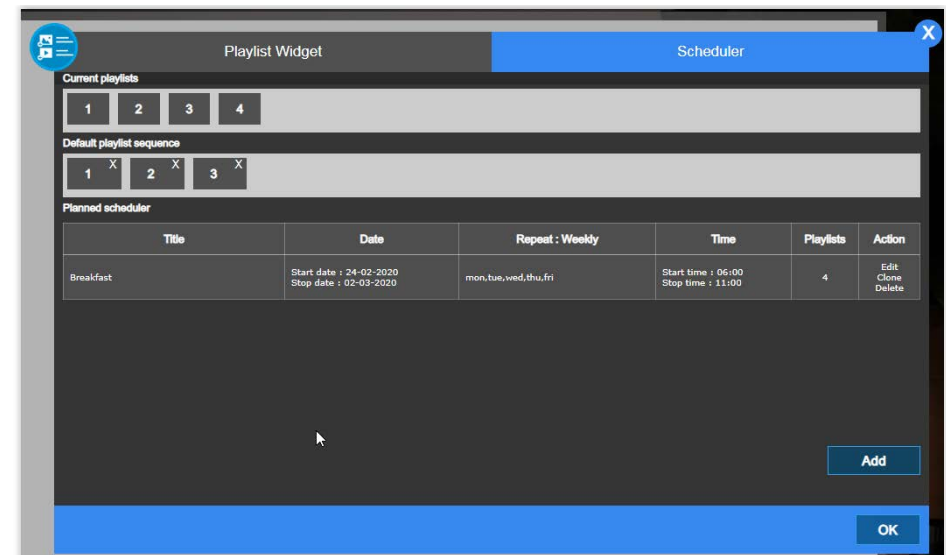


By default the widget content will display the content of playlist 1, then playlist 2, then playlist 1 ... To alter this, the user can press the “Scheduler” tab.



In the scheduler all created playlists will be visible. By default, the sequence is 1,2,1,2,... but any pattern can be put here. You can create different sequences by dragging and dropping the available playlist from “Current Playlists” to the “Default playlist sequence”. You can repeat playlist to double their exposure time and you can create whatever sequence you want.

To override the default playlist at a certain point in time you can create a schedule, you need to specify the sequence by giving it a name. The schedule will be executed between the start and the stop date, every day specified in the list of selected days between the start and the stop time.



It's possible to have multiple schedules. The TV/Monitor will check on the current date and time, it will check if there is one schedule matching that date and time. The first one matching that date and time will be used (so overlapping of schedule is resolved in that way). If no schedule is found, the default sequence is executed. You can drag and drop the schedule to alter their priority, the highest in the row get the highest priority.

Planned scheduler					
Title	Date	Repeat : Weekly	Time	Playlists	Action
Breakfast Playlist	Start date : 29-03-2018 Stop date : 05-04-2018	mon,tue,wed,thu,fri	Start time : 07:00 Stop time : 11:00	2	Edit Clone Delete
Dinner	Start date : 29-03-2018 Stop date : 05-04-2018	mon,tue,wed,thu,fri	Start time : 18:00 Stop time : 22:00	1	Edit Clone Delete
Sunday Breakfast	Start date : 29-03-2018 Stop date : 05-04-2018	sun	Start time : 07:00 Stop time : 11:30	1	Edit Clone Delete
					Add

It's also possible to repeat playlist multiple times to give them more playtime for example below.



You can drag and drop as many as you want to create your pattern.

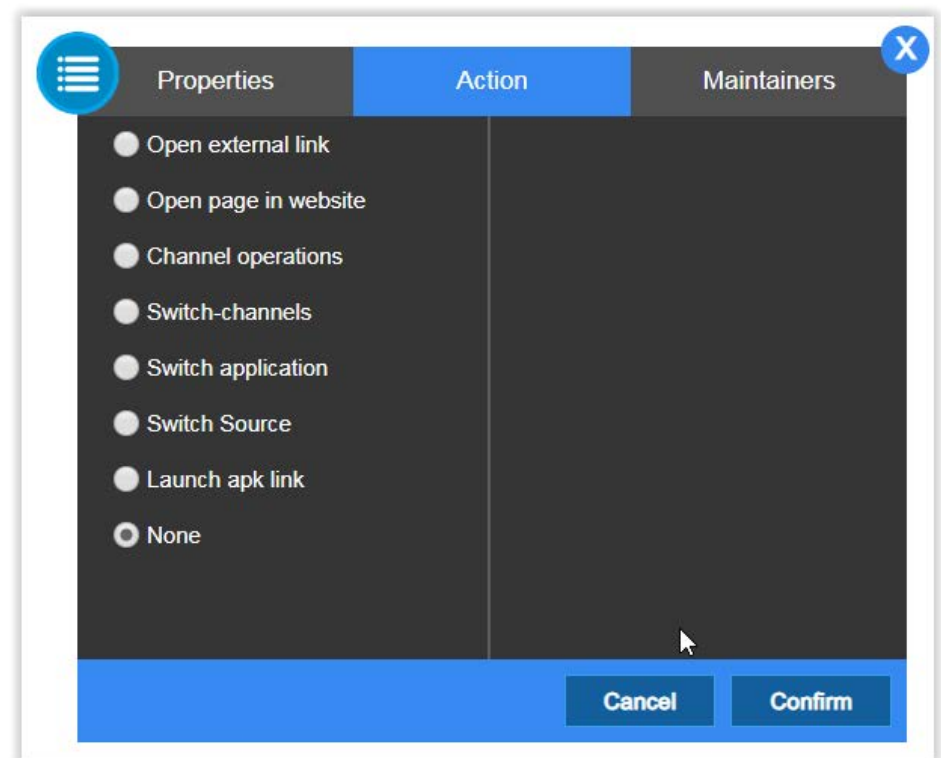
Action buttons

Image and text widgets can be assigned an action to make those widgets "clickable".

The guest will be able to execute those actions by navigating to the widget with the remote control and clicking OK or on touch screens by pressing on the widget. To add an action, go to the widget configuration menu.



In the widget configuration menu, click on the "Actions".



The user can choose amongst multiple actions that will be triggered by a click on the widget. The actions are:

- > **Go to an external website:** The user needs to fill in the address of in the menu: <http://www...>
- > **Go to a page in website:** a CMND website can have multiple page. You can create buttons that point to any other page in the website.
- > **Channel operations:** this feature only works on Pro TV's. The button Next triggers a P+ channel change, without leaving SmartInfo. The button Prev triggers a P- channel change.
- > **Switch channel:** this feature works on Pro TV's only. The switch channel has the possibility to change the channel that the tuner is currently displaying. There is an option to choose between normal mode and full screen mode. The normal mode simply switches the channel, but keeps the SmartInfo on TV. The full screen mode, switches the channel and exits SmartInfo to show full screen broadcast.
- > **Switch application:** This feature works on Pro TV's only. This feature allows the user to create a shortcut for any application in the list, as far as they are supported by the particular TV model where the website will be deployed.
- > **Switch source:** this feature works on Pro TV's only. This feature allows the user to change the source of the video pipe (tuner, HDMI ...). As the "Switch channel", this feature works in normal mode and in full screen mode.

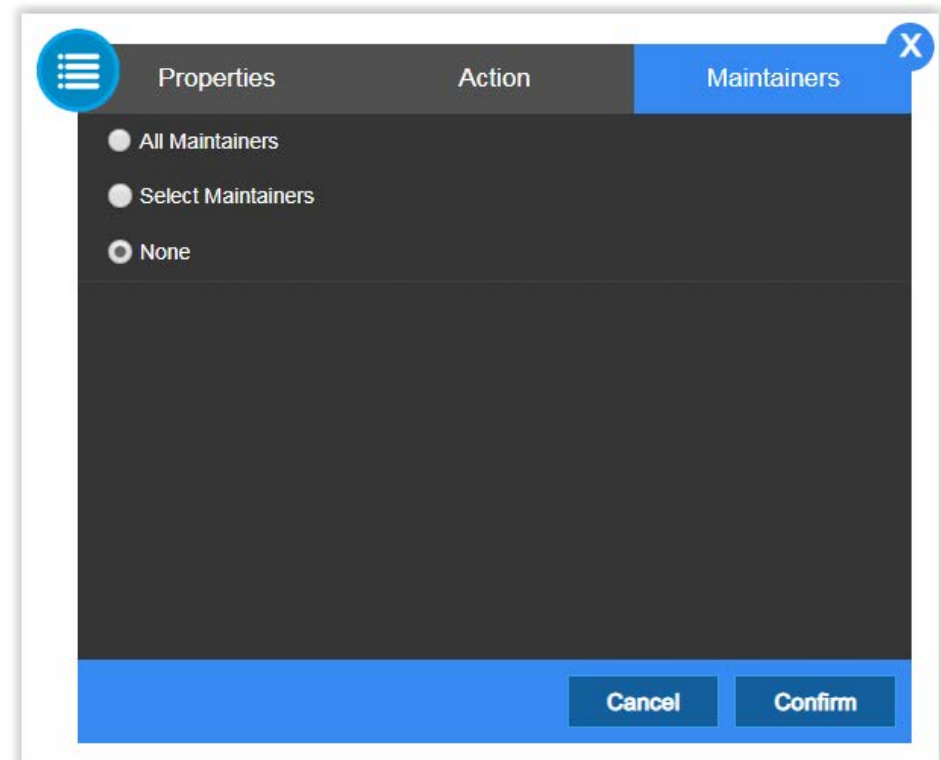
Limiting editing rights

In CMND there are three types of users available.

- > **Admin:** has access to everything and all
- > **User:** general user but can't create any extra users
- > **Maintainer:** is a specific user which can be used in the CMS module to control the editing capabilities.

A CMND user with the type maintainer will have restricted usage rights in CMND & Create. A maintainer will not be able to create new content, or import new content. He/she will only see the list of websites where he/she has limited edition rights to. In these website the maintainer will only be able to change the content of a text, video, image, playlist, gadget widget. The position, the form, and the widget settings (like transparency, border, etc.) cannot be adapted by the maintainer. He/she can only double click on the widget where he/she was allowed to have access. He/she can change the content, like change the image in a playlist, change the text in a text, etc. ... but nothing else.

An administrator user, or a user can assign one or more maintainer per widget.



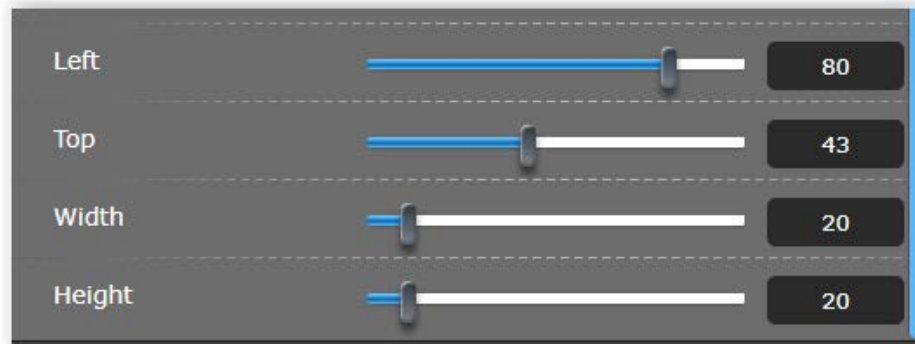
In each widget where a maintainer list can be defined, a tab Maintainers has been added. A list of maintainers can be filled in for that particular widget. The maintainers must be defined in the normal user management section of CMND.

Only the administrator and a user can define a maintainer list for particular widget. Defining a maintainer for one widget of a website is sufficient to make the website visible for a maintainer.

Exact positioning of widgets

In the “*Object properties*” of a widget, scrolling down the x,y width and height of a widget can be specified in integer percentage. After manual configuration of position and size, you can apply an exact setting that will fix the widget to the particular percentage value.

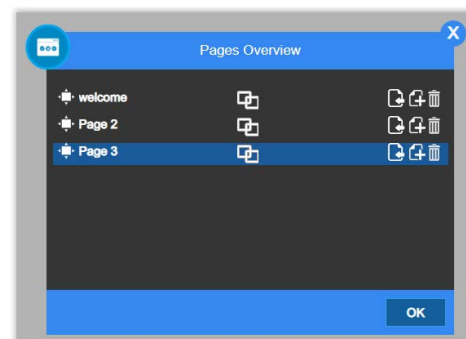
To do that, it is important to click on the numerical value and press enter to confirm the size. Manual configuration is still possible after that, but will overrule the fixed position indicated



Multipage website

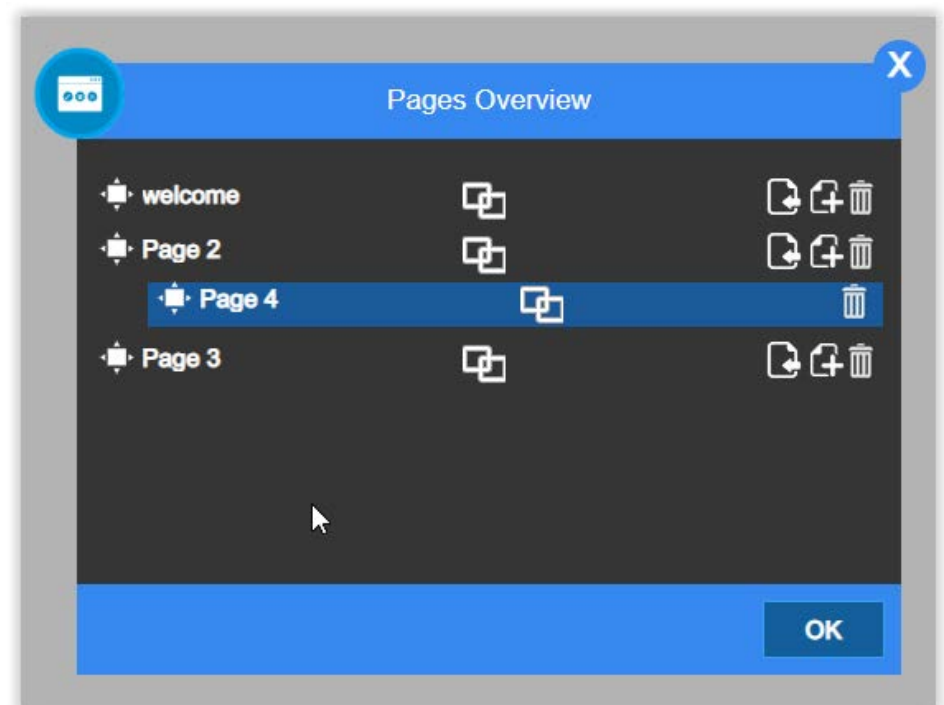
A website can contain more than one page. There are several options to create a page:

- > **Pressing on the shortcut in the main interface.** A new blank page will appear and the user can edit it. If it is the first time a page is added, the menu bar will appear by default.
- > **Clicking on the shortcut to create a subpage.** This is the same feature as the two previous points, except that the page is hierarchically a subpage.
- > **Duplicating the page, by clicking on the duplicate page button in the website overview.** The current page will be duplicated and will be editable.



Guest navigation

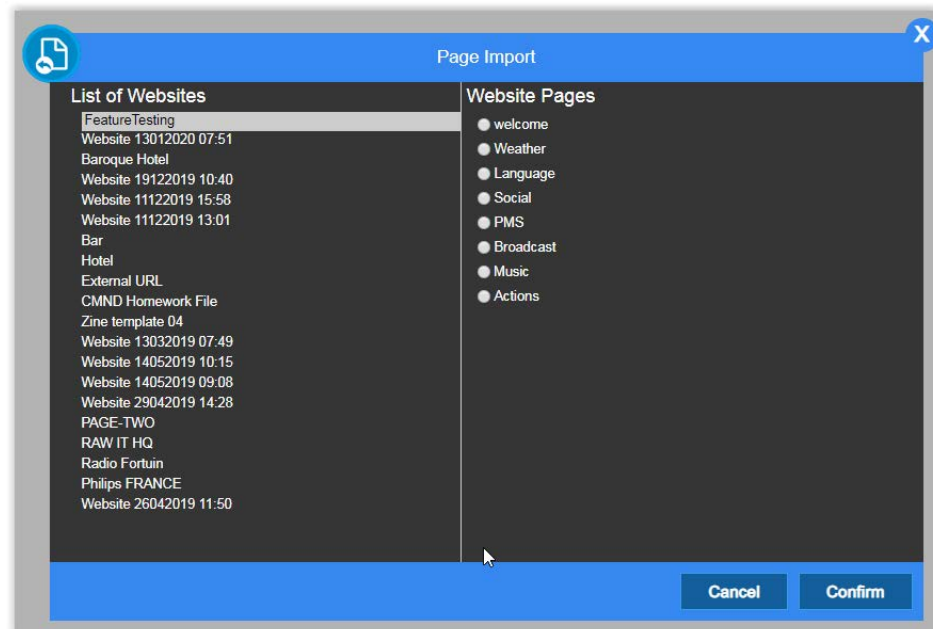
The guest can navigate between main pages using the left and right keys in the remote control. To access a subpage, the user needs to go to the main page having subpage and then press down, select the subpage and press OK. Moving away from a subpage can only be done by means of a widget with an action or by pressing the back key of the remote control. Going from one page to another in the editor is done by using this page overview. You can change the page order, by drag and dropping the page in the page overview, Change the name (by double clicking on the name) or delete a page.



Page import

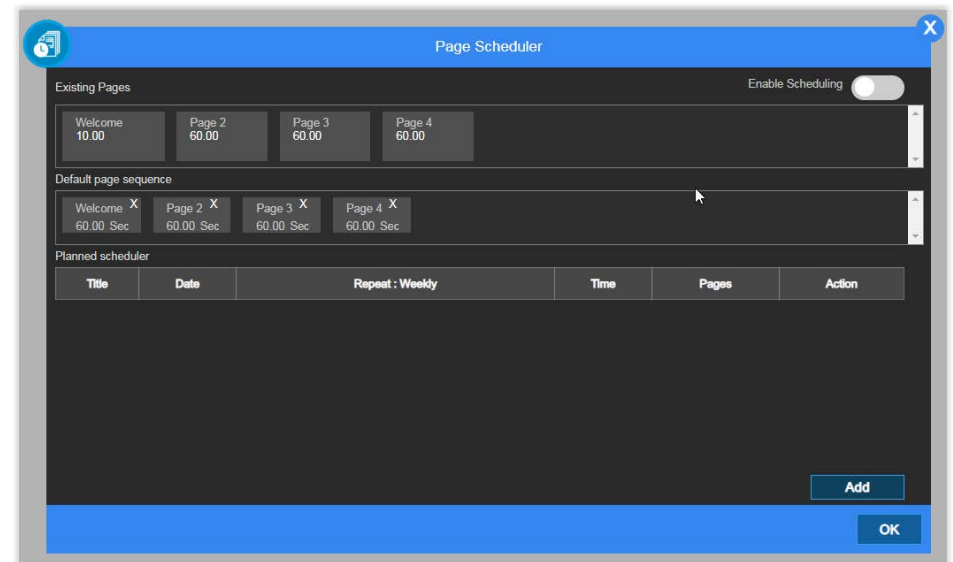


Page Import allows you to clone a page from an existing website in your CMND system. The page that the user selects will be copied and added as a new page in the website. This allows the user to have master designs and reuse them in any other website.



Page Scheduler

The page scheduler is the same as the playlist scheduler, but on a page level.



When “*Enable Scheduling*” is turned on, the website will loop the pages according to the schedule defined in the default sequence. As for the playlist this schedule is drag and drop.

In this case, if “*Enable Scheduling*” is turned on, the page will play 60 seconds each in an infinite loop. This timing can be changed by double-clicking the time and changing it to our preference. As with the content scheduling you could also choose to play the same page multiple times before continuing to a different page.

As for the playlist scheduler, multiple exception sequences can be defined for a specific time frame.

A single Page sequence will show a single page forever as long as that sequence is applicable (by default if the current time is not matching any schedule, or the particular schedule if a matching schedule is found in the prioritized list). A multiple page sequence will rotate forever between the pages of the sequence as long as the sequence is applicable for that particular timing.

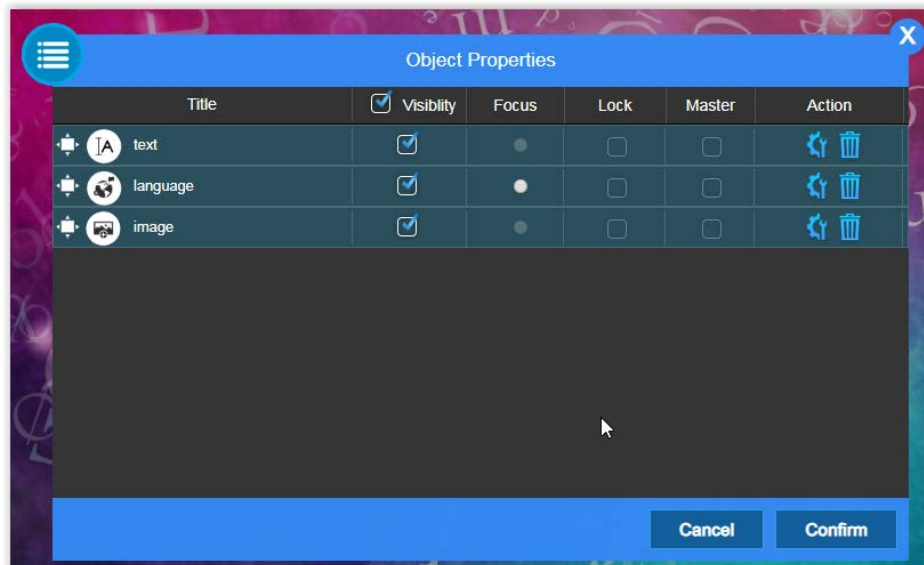
The sequence/schedule can be disabled by unchecking the “*Enable Scheduling field*”.

In the existing page section, an informative timing is put which in general corresponds to the longest playlist active. This is purely informative and may be inaccurate in case of complex playlist construction in one page.

Object properties

The object properties window will give you an overview of all the elements you incorporated into a certain page. You can rename these by double-clicking the name. For example you could rename the background image to more easily track. The object visibility allows showing/hiding widgets in a design. The principal goal is to have access to certain widgets that may be covered by other widgets. Temporarily hiding a widget is done by unchecking the box of that particular widget.

Pressing confirm keeps the widget hidden, even after the website is extracted from CMND. Only the “Administrators” and the “User” users can use the confirm button. Maintainers can also click on confirm, but the object will not be hidden in the final design. Rechecking the particular widget, will make the object again visible.



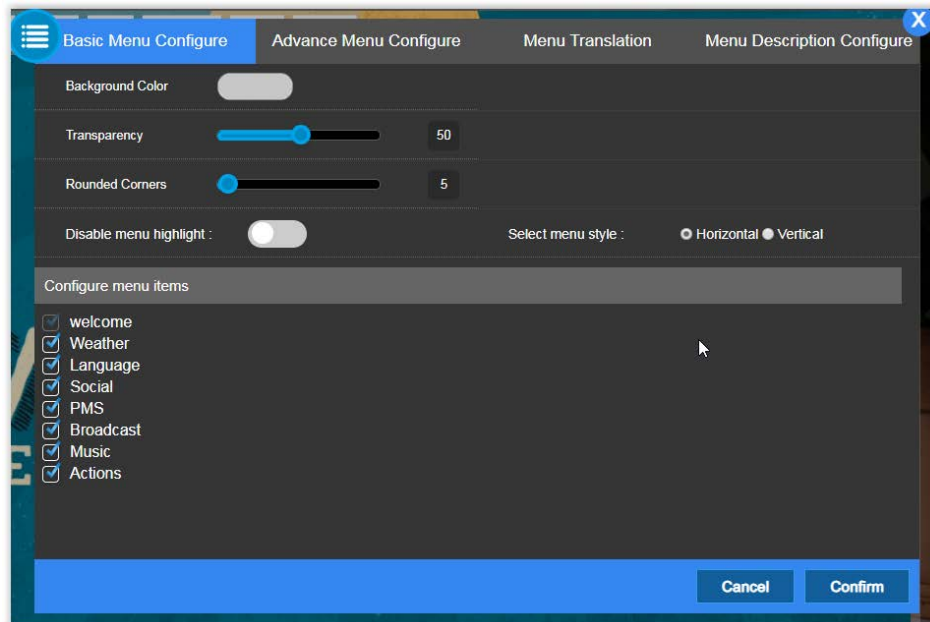
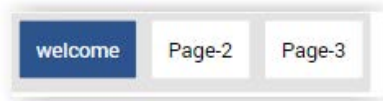
You can also lock an item. This will lock the item in place, meaning that you can't (accidentally) tamper with the element anymore. In case you do want to make a change to it you can unlock it again and change it accordingly.

There is one more option available and that is the master object. For some elements it might be useful if they would be present on the exact same location on every page. By promoting an element to a master object, you will exactly do so. The element will be present on every page you've created on the exact same place.

Master objects can only be edited on the homepage in case you want to change position or rescale.

Menu bar

The menu bar appears only when a website exists out of multiple pages. Hovering over the menu bar shows a configuration wheel that allows changing the main settings of the menu bar. The menu bar can be placed anywhere. It will be placed on the same spot on every page.

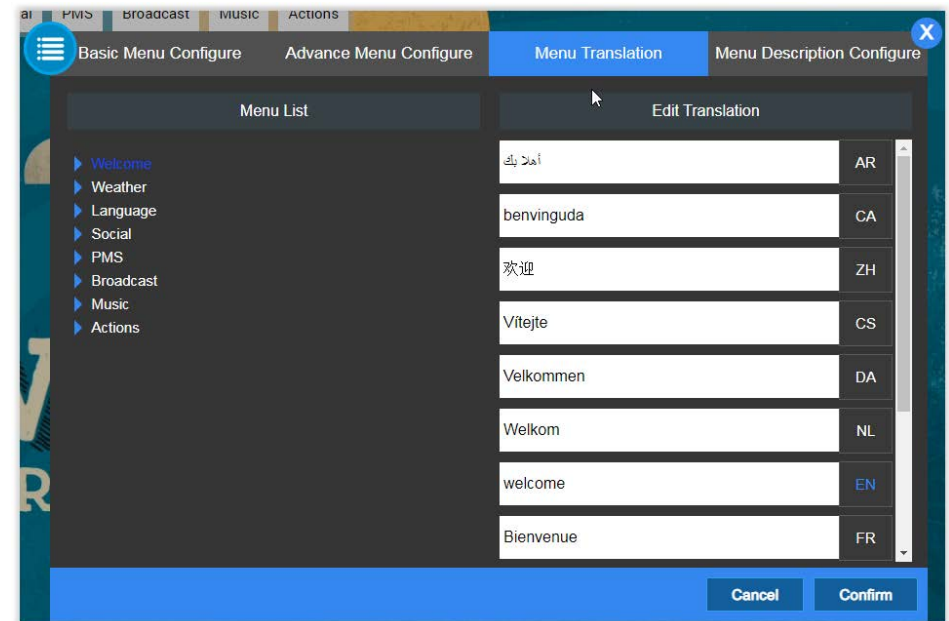


In the basic settings, a few configuration items need to be clarified. It is possible to display the page menu vertically or horizontally, by toggling the “Select Menu Style” radio button. This will impact the navigation as well. Putting the menu in Horizontal will impose an automatic page navigation from left to right. The TV end user will just navigate with one key press left or right to the next or previous page. The first page will be the left most one and the first navigation will be done by a simple key press to the left. Going to a button on a page with horizontal menu will be done by pressing down. Navigation between button will then be done, until the user presses up on (one of) the highest possible button(s).

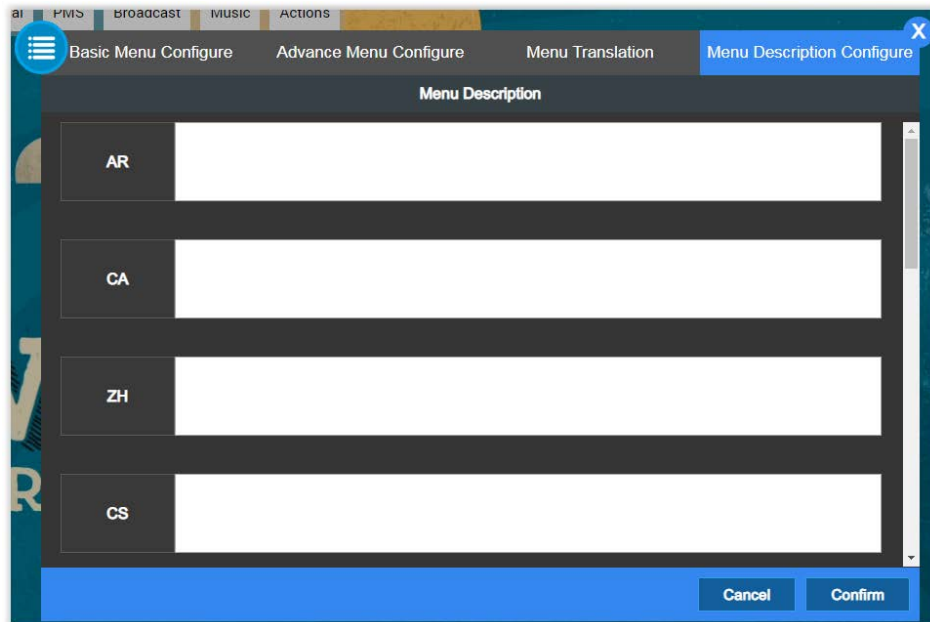
In Vertical mode, the navigation is transposed. The navigation between pages will be up and down with one click. Going to button will require a press to the right, and to go back to page navigation a press to the left from (one of) the left most button(s).

Configure menu item allow pages to be selected and deselected. That way those pages will appear or not in the menu. If a page is not part of the menu, it cannot be accessed via classic navigation from left to right (or up and down in case of vertical menu), but require somewhere a button to go to that particular page.

The advanced tab contains the different settings that are linked to the look and feel of the menu bar. This can be completely adapted to the look and feel of the website you are creating.



A website description can be added (potentially in multiple languages if more languages are defined for the website). This menu description is a metadata that will be shown in the android ProTV supporting this feature. The description will be then displayed to the user from the android menu.



Copy and paste

If you click once on a widget, then press ctrl-c and ctrl-v you can copy and paste that widget. You can also Copy/paste multiple items at once by selecting elements using the CTRL button and clicking on the desired elements to copy.

Undo/Redo

It's possible in case of a small error to use CTRL + Z to undo an action. You can go back even several actions in time. In case you miss a step and go back to far in the objects history you have the option to redo the action again. This can be done by pressing the CTRL + Y combination.

Note: CTRL + Z is not able to bring back deleted objects. CTRL + Z is limited to undoing position and sizing. Any content changes are also excluded from the action.

For example:

Step 1: Creating textbox

Step 2: Entering text "ABC"

Step 3: Moving textbox

Step 4: Changing text "DEF"

Step 5: CTRL + Z -> Textbox will move back to first position containing text "DEF"

Master Object

When you are designing a website it's possible that you would like to have certain elements coming back on every page on the exact same location. You can accomplish this by converting an element to a Master Object.

Once converted to a master object the tool will make sure that the element is copied to every page you create and place it on the same position. Editing the Master Object will only be possible on the homepage.

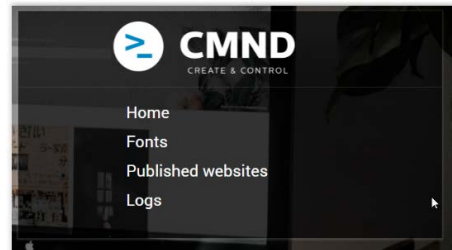
Custom fonts

In CMND it's possible to import and use your own custom fonts. To be able to use a custom font you will need to make it available in the CMND & Create module first. This can be done by going to the admin page and clicking on the fonts tab.

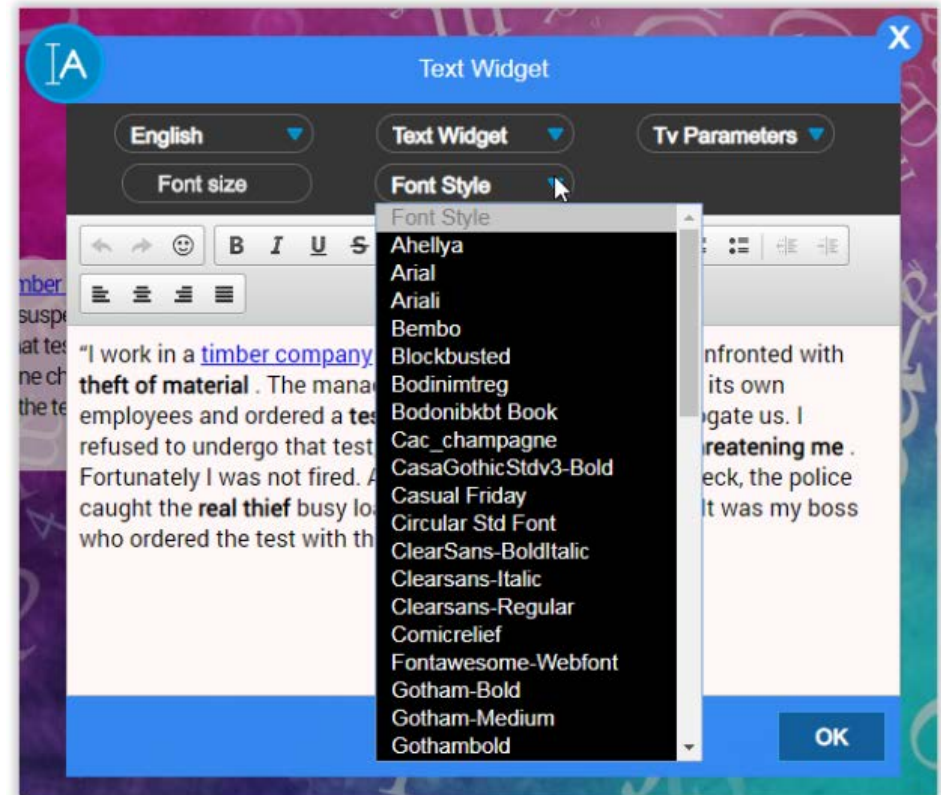
Here you will see an overview of "Predefined" fonts that are part of the CMND software and available by default and the "Custom" fonts which will be an overview of the fonts that were made available by the user.

To upload a custom font, you will need a ttf file (TrueType Font). Select it from the local folder and press OK. CMND will ingest the file and make it available in the library.

Serial	Name	Uploaded File	File Format	Actions
1	Anton-regular	anton-regular.ttf	ttf	<button>Delete</button>
2	Bodiniintreg	bodiniintreg.ttf	ttf	<button>Delete</button>



To apply the custom font, you open the textbox by double-clicking it. You select the text you wish to change and you choose the custom font you uploaded from the dropdown font selection box.



Translation

It is possible to include different languages in the created pages, as is mentioned a couple of times already. Here you can see how you can do it.



Page translation

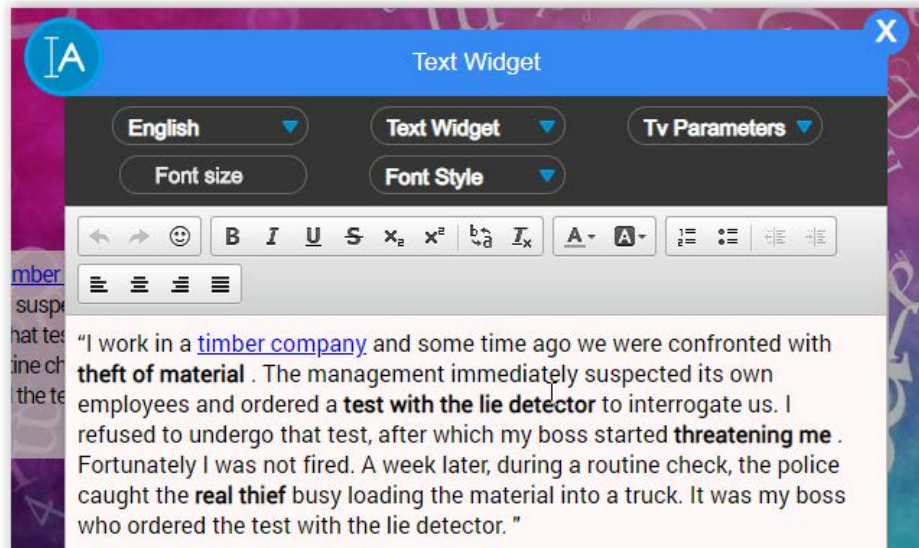
To translate content available in a page you will need to open the textbox where you want to add multiple languages.

In the left top corner by default you will see “English” below that you can press edit language to add more languages.

You can switch between translations by clicking on the desired language.

So first you start with the English text. Then for your second language you simply click on the other language in the left top corner.

The automatic translation will already add a translation for that language based on the Google API.

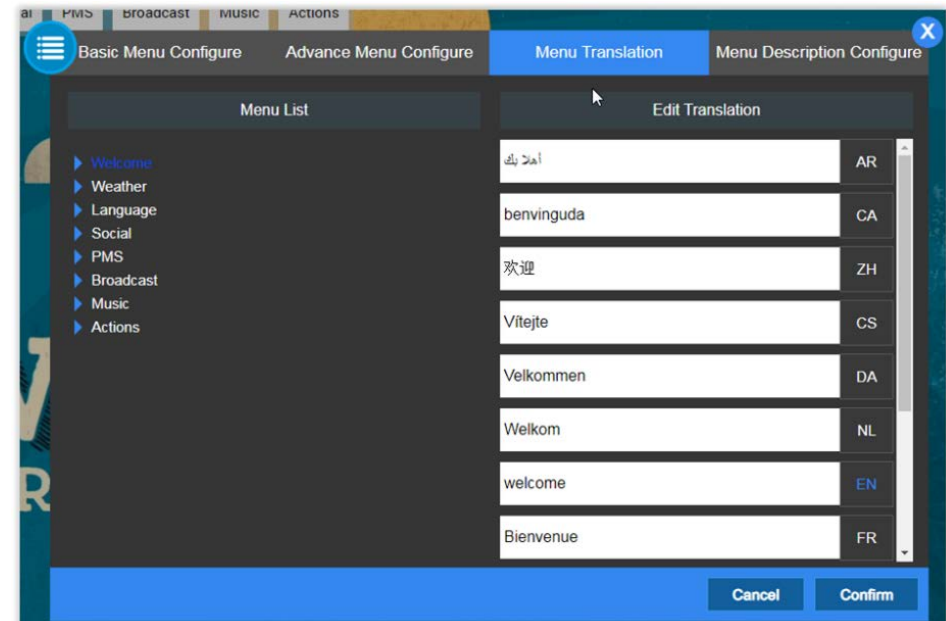


You can modify the text created by the Google API but once you change it the tool will require you to keep updating the text manually. Meaning that the automatic translation for that language within that textbox will be disabled. To reenable the automatic translation for that language you will need to recreate the textbox entirely.

To completely translate a website, you simply add the languages you want to all text boxes and you add the translations.

Menu translation

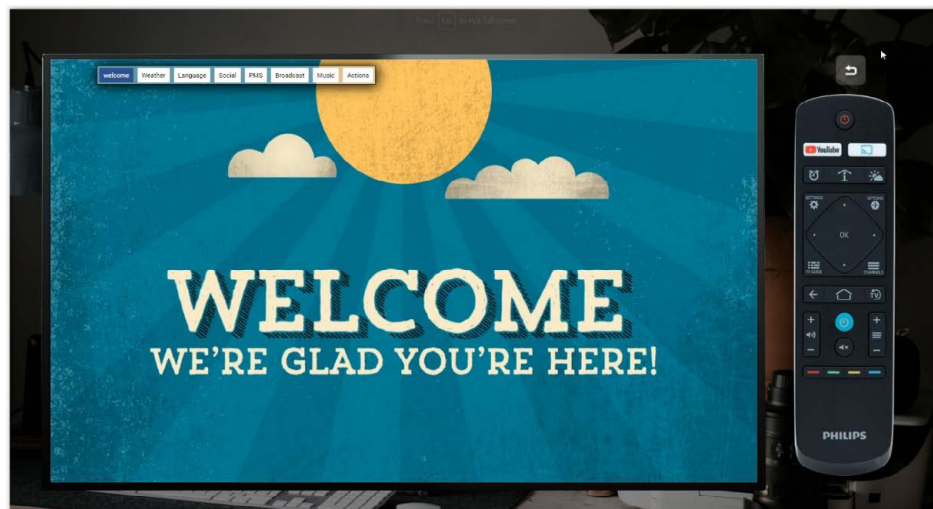
To completely translate a page there might also be a need to translate the menu. This can be done by opening the settings menu and going to the Menu translation tab.



7 Previewer

The previewer was created to assist the designing process. We wanted take out the need to flash the website on a monitor/TV after every change to see the actual result. Instead the user gets a preview of how the website behaves and can only control the website by using the buttons of the remote control (only left, right, down, up, ok and back key are mapped).

There might be small differences between the previewer and the real behavior on TV/Monitor so it is always important to test the website on real TV/Monitors before doing complete deployments.





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